

ALSO AVAILABLE FROM TENGEN

On Master System On Mega Drive

RAMPART PAC-MANIA
MS PAC-MAN KLAX
HARD DRIVIN'

PLEASE READ THIS BOOKLET VERY CAREFULLY

WARRANTY

Tengen reserves the right to make improvements in the product described in

If any defect arises during the renety de-

limited warranty on the product itself (i.e.

not the software programme, which is

provided "as is"), orbum it in its opposal

condition to the point of purchase.

- 1. Set up your Sone Master System or this manual, at any time and without notice. instruction manual. Plug in Control Tenore makes no warrantes concessed or implied, with respect to this manual, its quality, merchanishility of fitness for pay
 - 2. Make sure the power switch is OFF. the Power Base
 - 3. Turn the power switch ON, in a few moments. The Title screen accesss.
 - 4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make ours the Dougs removing your Carthdge.

- (1) Sega Cartnoge
- (2) Control Pad 1
- (3) Control Pari 2



Starting Up

GAME BACKGROUND SUMMARY OF CONTROLS

This hot new tro-tac-ble game has you scrambles to catch coloured tries as they tumble down a conveyor belt. Arrange the tiles in same-coloured stacks of three or more to score big points! Sounds easy? Well it is until the files come tumbling at you faster and faster and faster! You'll lose your med trying to catch them all while figuring out where to stack them before you run out of morni KLAX, the fun, fast, totally mind-bosoling arcade ouzzle that makes you move faster - and think faster!

- 9 Orectional Button (D Button)
- * Press LIP to flick files back up the conveyor belt if 'road up' is selected.
 - Press LEFT or RIGHT to move but to catch files.
- Dutton 1 Press to select 'START' game on the
 - Press to select option settings.
- * Press to fin the bles off the bot on the bin below 3 Button 2
 - Press to flick tiles back up the conveyor
 - helt if 'hitton two is selected on the

Pause Button inn the Consolel





1 OPTION SCREEN

This present lets you check out the notions that are available. For a complete description of these orthors see the

OPTIONS MENT Learner Press UP and DOWN on the lovpad to move the hand between the options Press

Button 1 to select the one you want. 2. WAVE INFORMATION

SCREEN This several is for your information only

WAVE: The current wave number

GET: Shows what you need to get to finish the wave ince HOW TO COMPLETE A

MARY: A hadeful bank

Press Rutton 5 to start this wave.

OPTIONS MENU

To bein you learn the name, you can turn the drop meter off for WAVE 1. This way you can choose only the colours you want

and experiment with the game at your own MUSIC

Allows you to listen to music during the

O/V IMP The setting huma count effects (A) and OFF. Note that you cannot have both sound

DUCK BOICK-Allower same to make at found sent on the stood twon' in order to flick the tiles back up on to

the conveyor belt during play. BAT SDEED This setting distances the speed of uturb

EAST or BLOW BBICK DALETTE: Allows you to observe the oxious of the

KI AX

A IC AX in those or more files of the same colour in a row.



HOW TO BLAY

- %. You play KLAX by moving your bet left and nobil and using it to out ties in the Tiles 5. The het can hold up to 6 time
- 7. Press Button 1 to fin the too tile off into the hin helms Press I IP on the directornal button or button 2 lease. cofrons manual to facilities the too bis on your hat up the conveyor hait
 - Also you can overs DOWN on the drectional button to accelerate the Neson the conveyor. Use the feature with caution.
- There are up to 10 total colours in the pares, plus the wild bie. (The wild bie in a flashing block that will rechelled for any colosy.)

DECD METER

of If you do not catch a tile with your bet, it motor will increase. You have a heatest number of drops before your corne is

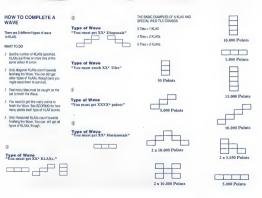
When all the lights are on your party

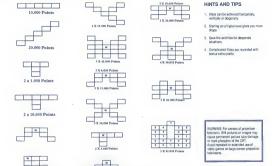












HANDLING THIS CARTRIDGE

This Carthdge is intended exclusively for the Secon System

For Proper Usage

- Do not immerse in water
 Do not bend!
- Do not subject to any violent impact
 Do not expose to direct sunlight!
- Do not damage or disfigure!
 Do not place near any high temperature
- Do not expose to thinner, benzine, etc.!
 When wet, dry completely before using.
- When wet, dry completely before using. When if becomes dirty, carefully wipe it with a soft cloth dipped in scepy water. After use, put if in its case.
- Be sure to take an occasional recess during extended play.



















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For all enquiries about this or any other Tengen or Domark game, please write or telephone our special customer support department at Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR. Tel: 081 780 2224 (Between 1.30 and 4.30 pm)

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